

# **CpE 645 Image Processing and Computer Vision**

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# Image Enhancement

- Point processing:
  - Arithmetic operations
  - Intensity transformations
  - Histogram modifications
- Area processing – filtering:
  - Smoothing, noise reduction
  - Sharpening, edge enhancement

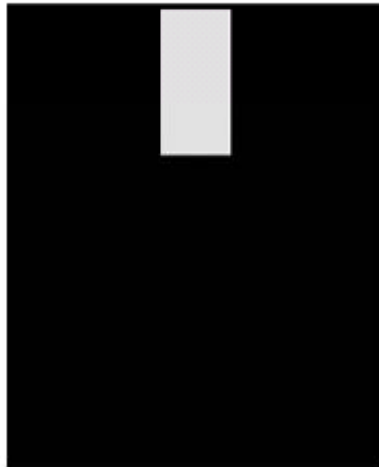
# Point Processing

- Point processing operates on each individual pixel (sample) of a digital image.
- Given a pixel amplitude value  $r$ , which represents the intensity of the light at this sample position, the operator maps it to another value  $s$  according to a pre-defined function  $T$ , i.e.

$$s = T(r).$$

- The function  $T$  can be linear or nonlinear.

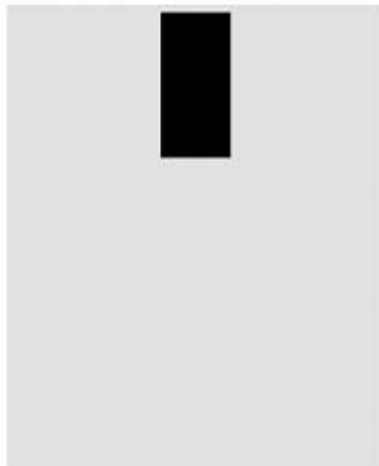
# Arithmetic Operations



Black = 0

White = 1

**AND**



**OR**

# Arithmetic Operations



original



negative:  $s = L - 1 - r$

$L$  – # of levels, e.g. 256

# Arithmetic Operations



$$s = r - 50$$

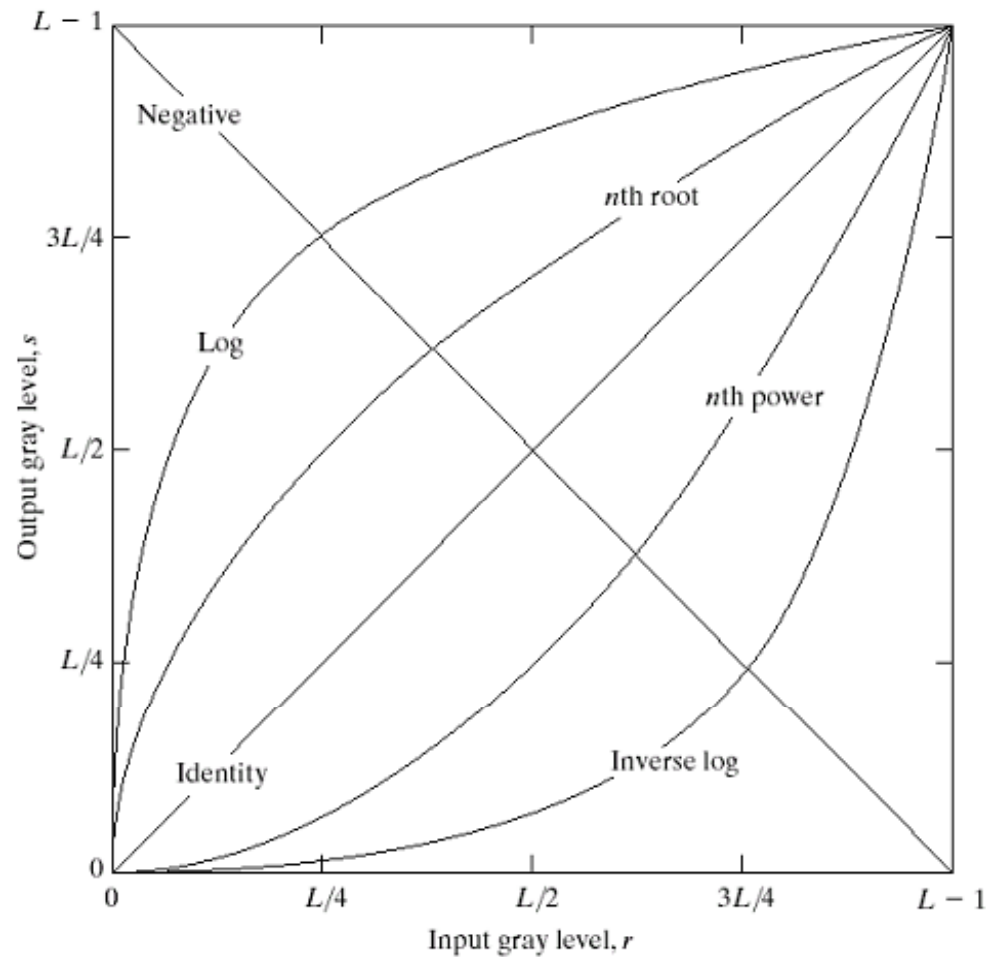


$$s = r + 50$$

# Intensity Transform

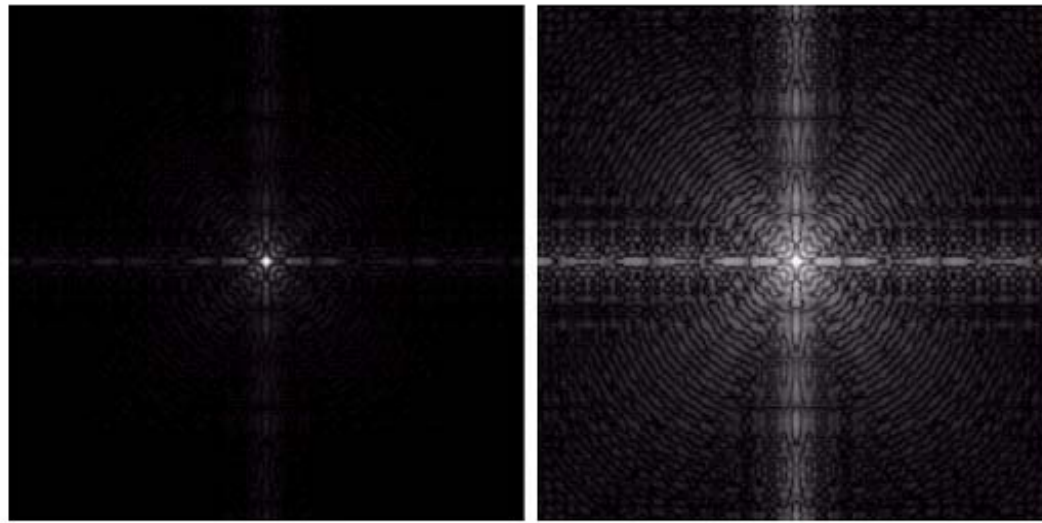
- Common intensity transforms:  
(assume input  $s$ , output  $r$  are real values in  $[0,1]$ )
  - Identity:  $s = r$
  - Negative:  $s = L - 1 - r$
  - Logarithm:  $s = \log_2(1+r)$
  - Inverse Logarithm:  $s = 2^r - 1$
  - $n^{\text{th}}$  power:  $s = r^n$
  - $n^{\text{th}}$  root:  $s = r^{1/n}$

# Intensity Transform





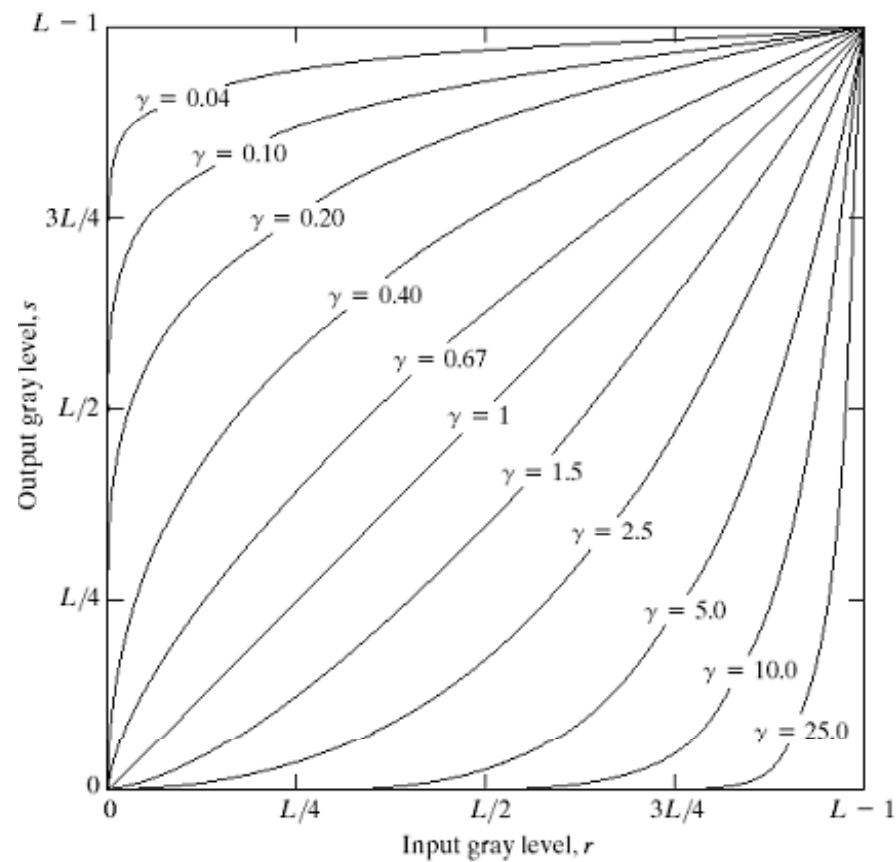
# Intensity Transform



original

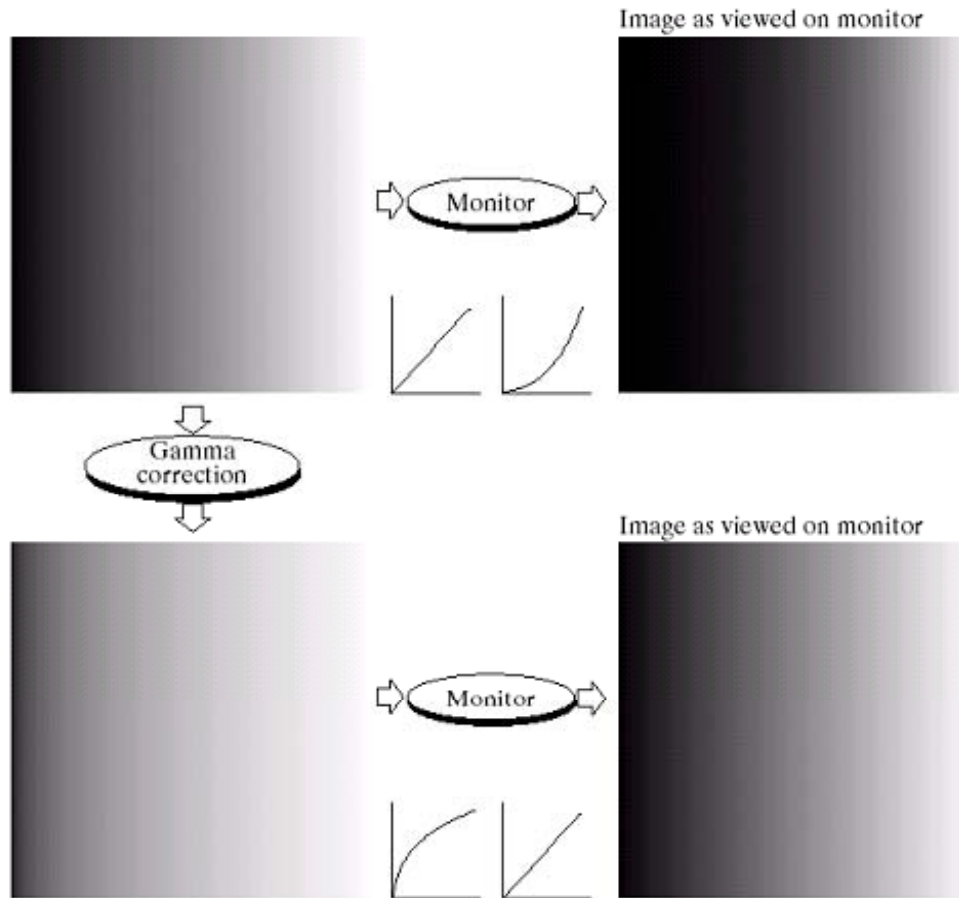
log transform

# Gamma Correction



$$s = c \cdot r^\gamma \quad (c = 1 \text{ in the plot})$$

# Gamma Correction



Cathode ray tube (CRT) has a intensity-to-voltage response as a power function, and can be corrected using the gamma correction

# Gamma Correction

original



$\gamma = 3.0$



$\gamma = 3.0$



$\gamma = 5.0$



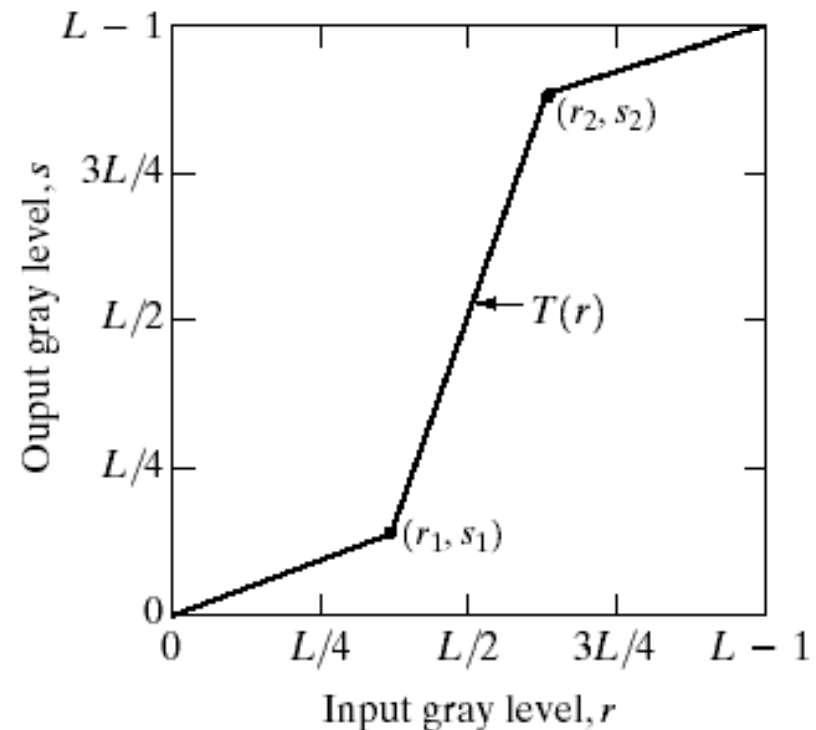
# Contrast Stretching

- Contrast is a perception of the difference of intensity values among any local image region.
- Poor contrast implies that the image samples in the region have close intensity values.
- Poor contrast can usually be corrected through non-linear intensity transforms.
- Contrast stretching uses a general piece-wise linear transform to enhance the contrast of an arbitrary image.

# Contrast Stretching

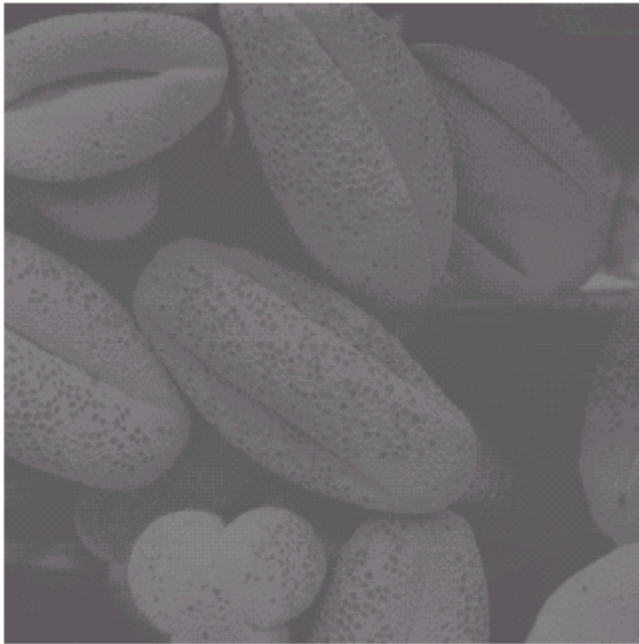
$$s = \begin{cases} \alpha r, & 0 \leq r \leq r_1 \\ \beta(r - r_1) + s_1, & r_1 \leq r \leq r_2 \\ \gamma(r - r_2) + s_2, & r_2 \leq r \leq L - 1 \end{cases}$$

- A general contrast stretching function can have arbitrary number of linear segments, (don't have to be 3 as shown).

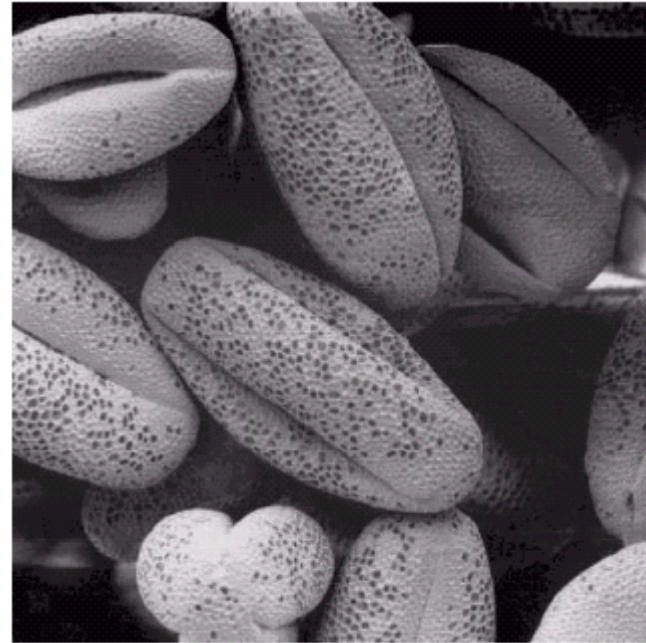




# Contrast Stretching



original



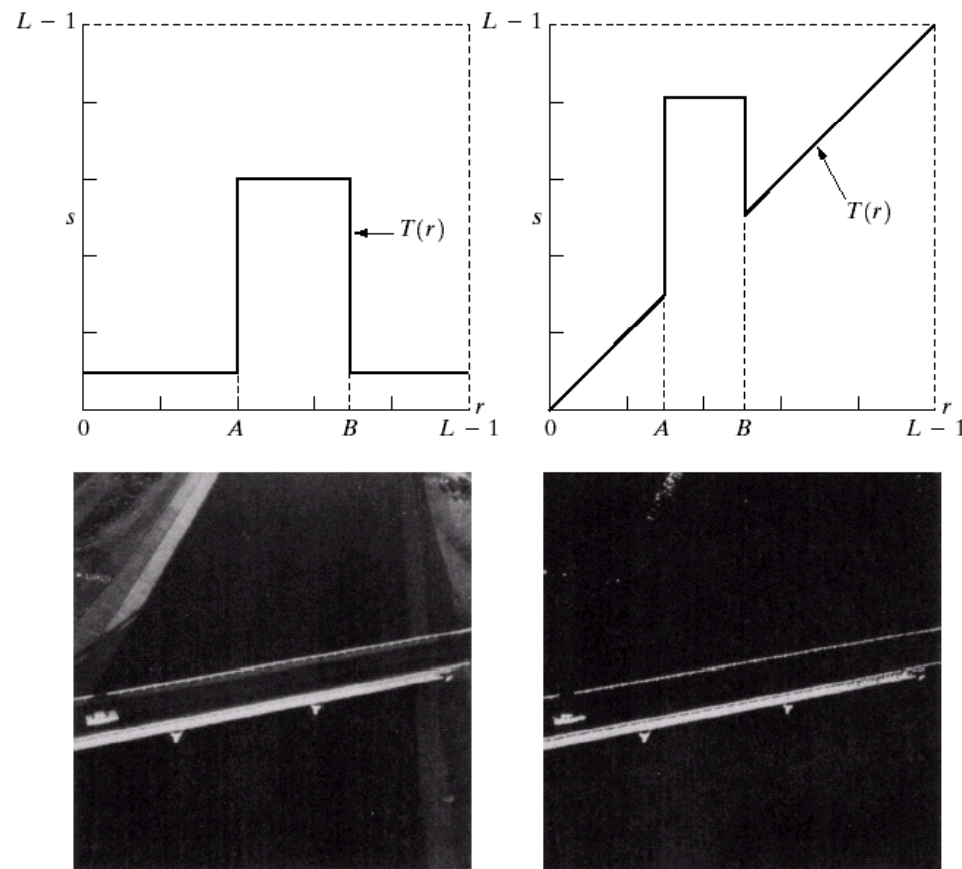
contrast stretched

# Contrast Stretching

- Some special cases in contrast stretching
  - if  $\mathbf{r}_1 = \mathbf{s}_1$  and  $\mathbf{r}_2 = \mathbf{s}_2$ , the transform is linear (no change in contrast)
  - if  $\mathbf{r}_1 = \mathbf{r}_2$  and  $\mathbf{s}_1 = \mathbf{0}$  and  $\mathbf{s}_2 = \mathbf{L}-\mathbf{1}$ , the transform is a thresholding operation
  - if  $\alpha = \beta = \mathbf{0}$ , or  $\beta = \gamma = \mathbf{0}$ , the transform is a clipping operation



# Gray-Level Slicing



To highlight a specific range of gray levels.

# Intensity Transform Summary

- Considerations on the selection of any non-linear intensity transform function:
  - Poor contrast means large amount of samples having very close intensity (amplitude) values.
  - To improve such contrast, we have to find out the ranges of the amplitudes in which these poor contrast samples belong.
  - Use a function with a slope  $> 1$  to expand each of these highly populated ranges.
  - Use a function with a slope  $< 1$  to reduce each of the rest amplitude ranges, so that the output may have a desired dynamic range (usually the same as the input).

# Histogram

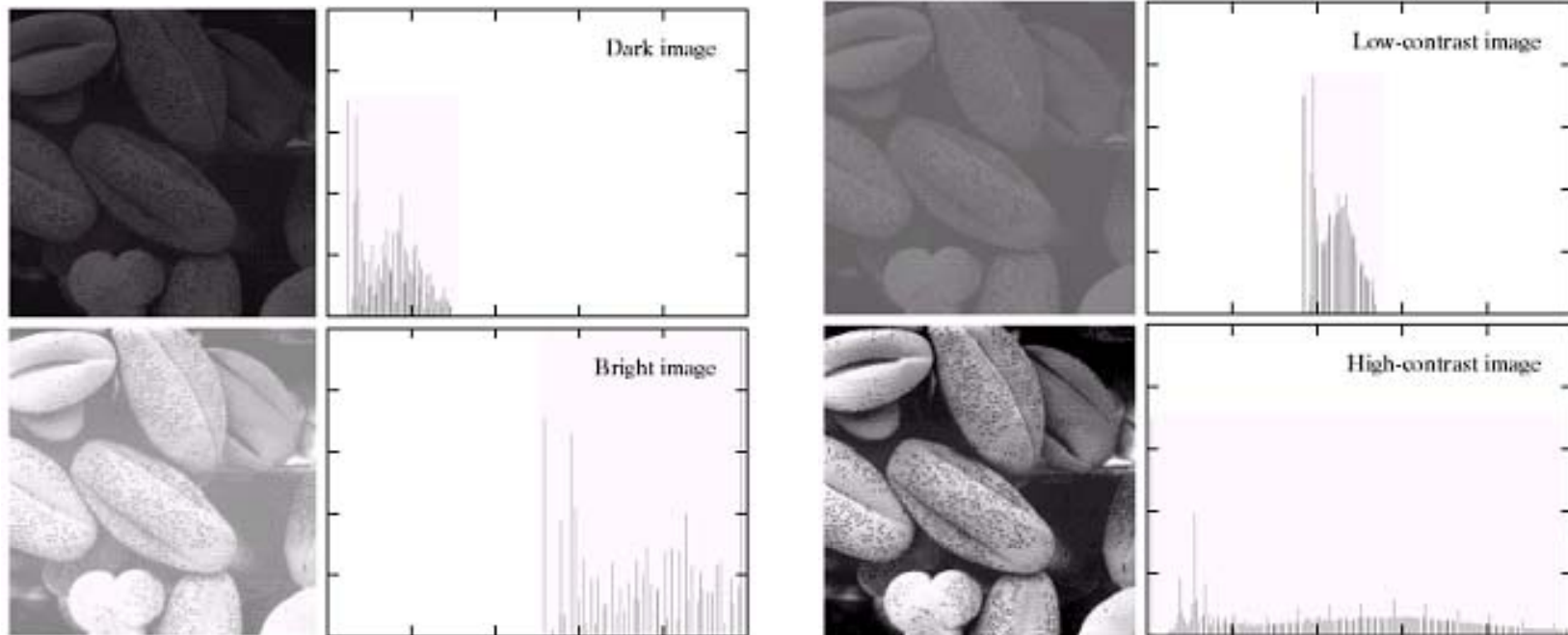
- A histogram is a mapping function that gives the relationship between an amplitude value and the number of occurrences of that value in the image.
- It can be considered as the probability of a certain amplitude value

$$p(r_k) = n(r_k) / N$$

where  $r_k$  is one of the amplitude values,  $n(r_k)$  is the number of occurrences of  $r_k$ , and  $N$  is the total number of samples (or pixels).

- Histogram provides a global description of the appearance of an image, especially the brightness and the contrast.

# Histogram Examples



# Histogram Equalization

- First we recognize that  $\sum_k \mathbf{p}(\mathbf{r}_k) = \sum_k \mathbf{n}(\mathbf{r}_k)/N = 1$
- We seek a transformation that can convert an input  $\mathbf{p}_i(\mathbf{r})$  to an equalized  $\mathbf{p}_e(\mathbf{r})$ , which has a more uniform distribution.
  - This function should be monotonically increasing.
  - This function should satisfy  $\sum_k \mathbf{p}_e(\mathbf{r}_k) = 1$
- An example of this function in discrete domain is

$$s_l = T(r_l) = \text{Round} \left\{ (L-1) \sum_{k=0}^l p_i(r_k) \right\}$$

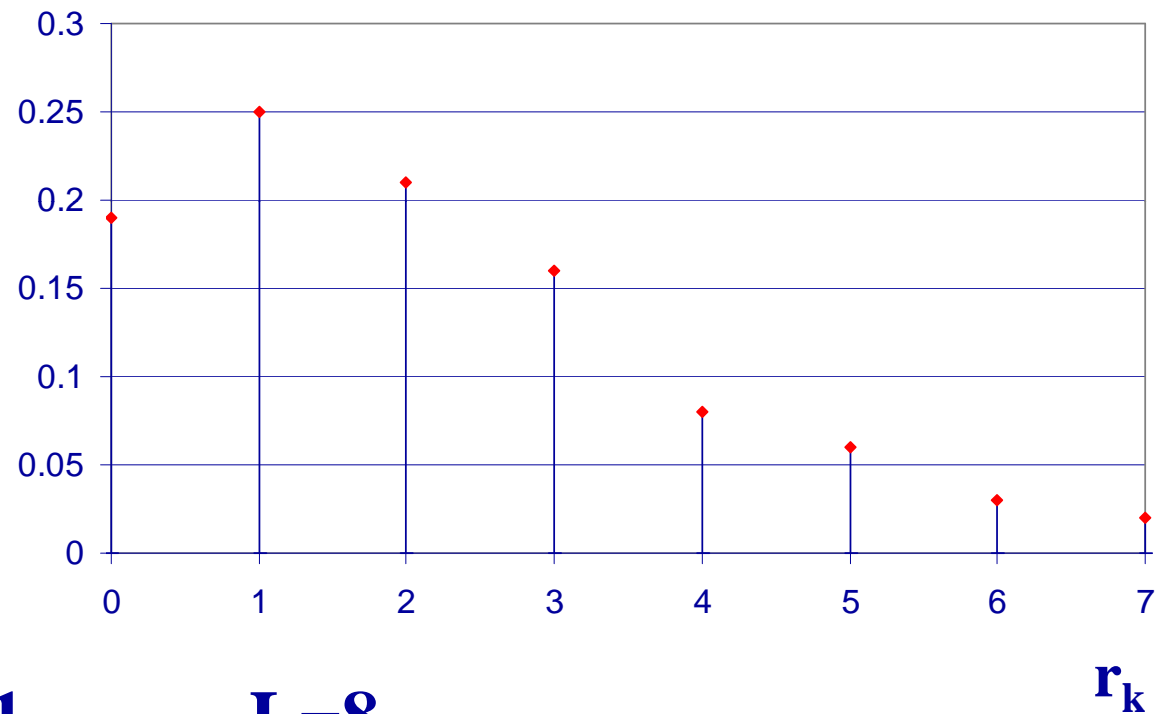
where  $L$  is the number of all possible amplitude values,  
and  $l \in \{0, 1, 2, \dots, L-1\}$

# Histogram Equalization

- $p_i(r_0)=0.19$
- $p_i(r_1)=0.25$
- $p_i(r_2)=0.21$
- $p_i(r_3)=0.16$
- $p_i(r_4)=0.08$
- $p_i(r_5)=0.06$
- $p_i(r_6)=0.03$
- $p_i(r_7)=0.02$

$$\sum_k p_i(r_k) = 1,$$

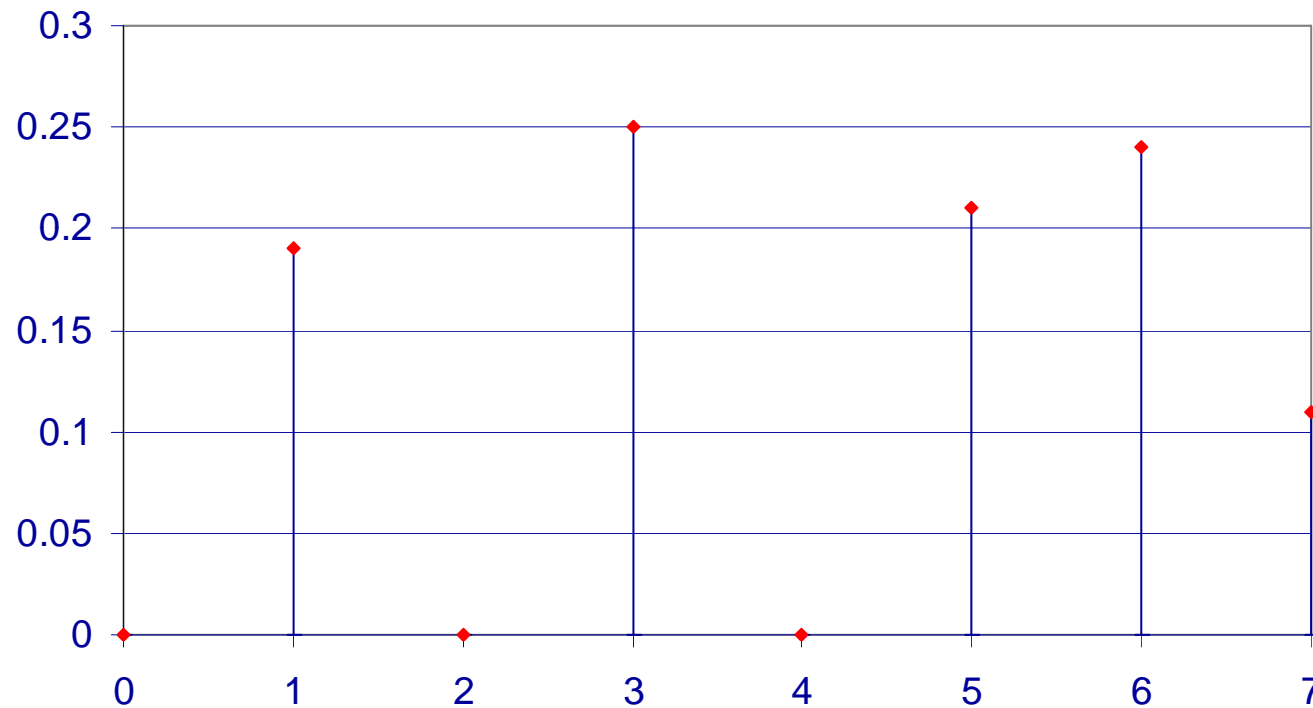
$$L=8$$



# Histogram Equalization

$$\begin{aligned}s_0 &= \text{Round}\left\{(8-1)\sum_{k=0}^0 p_i(r_0 = 0)\right\} \\&= \text{Round}\{7 \times .19\} = 1 \\s_1 &= \text{Round}\{7 \times (.19 + .25)\} = 3 \\s_2 &= \text{Round}\{7 \times (.19 + .25 + .21)\} = 5 \\s_3 &= \text{Round}\{7 \times (.19 + .25 + .21 + .16)\} = 6 \\s_4 &= \text{Round}\{7 \times (.19 + .25 + .21 + .16 + .08)\} = 6 \\s_5 &= \text{Round}\{7 \times (.19 + .25 + .21 + .16 + .08 + .06)\} = 7 \\s_6 &= \text{Round}\{7 \times (.19 + .25 + .21 + .16 + .08 + .06 + .03)\} = 7 \\s_7 &= \text{Round}\{7 \times (.19 + .25 + .21 + .16 + .08 + .06 + .03 + .02)\} = 7\end{aligned}$$

# Histogram Equalization

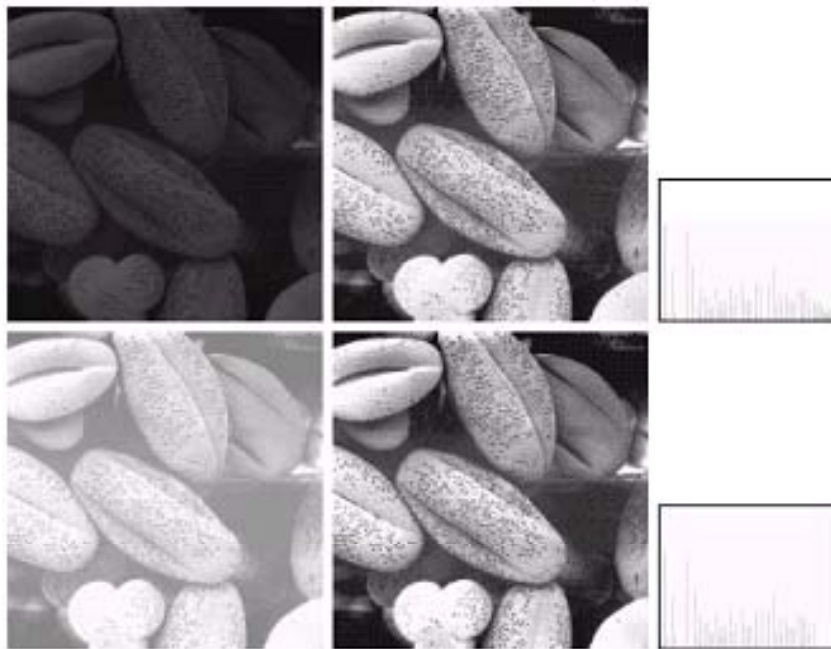


Equalized histogram with spread distribution

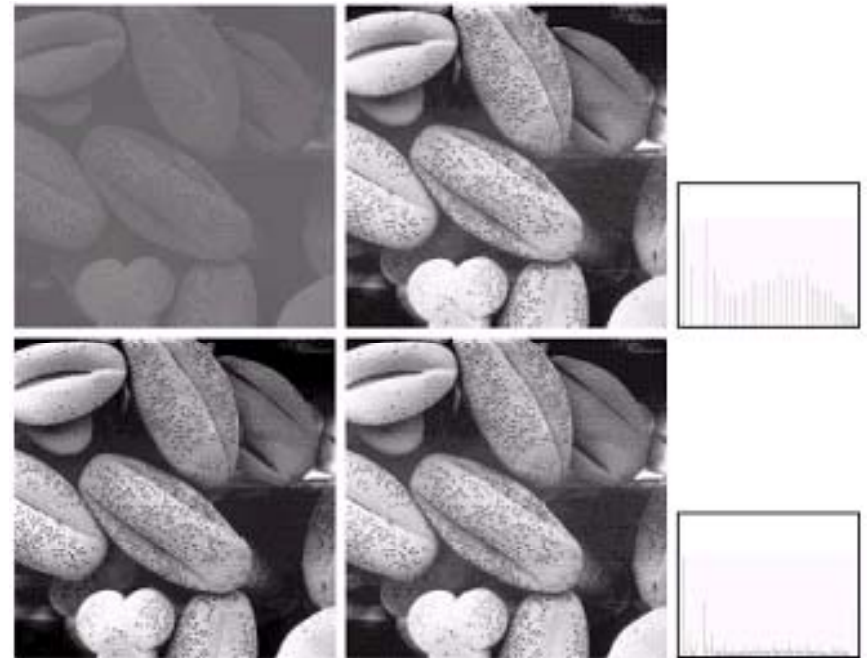


# Histogram Equalization Examples

(1)



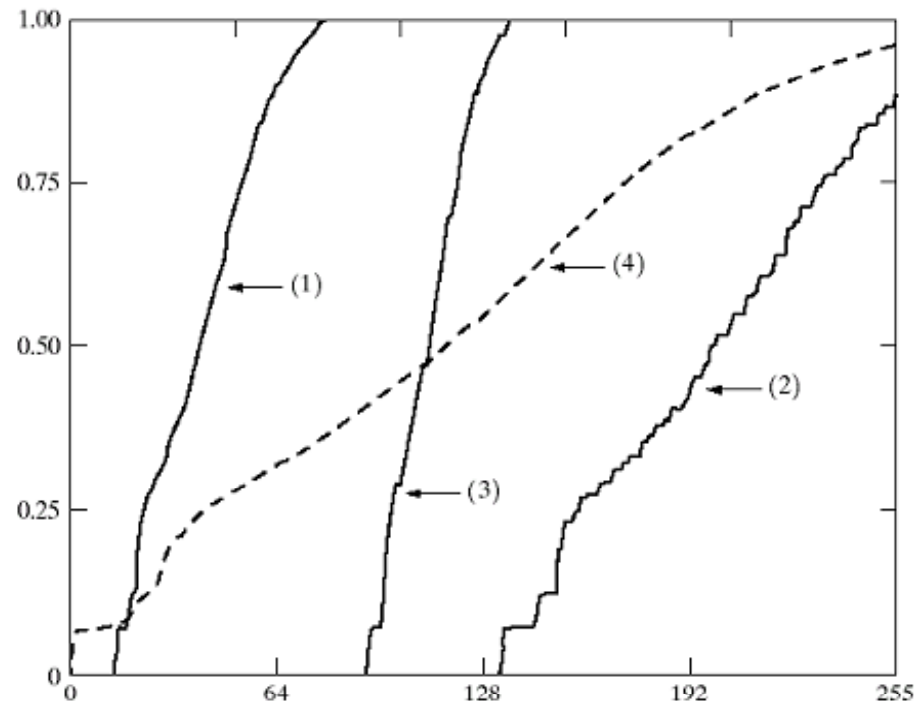
(3)



(2)

(4)

# Transformation Function

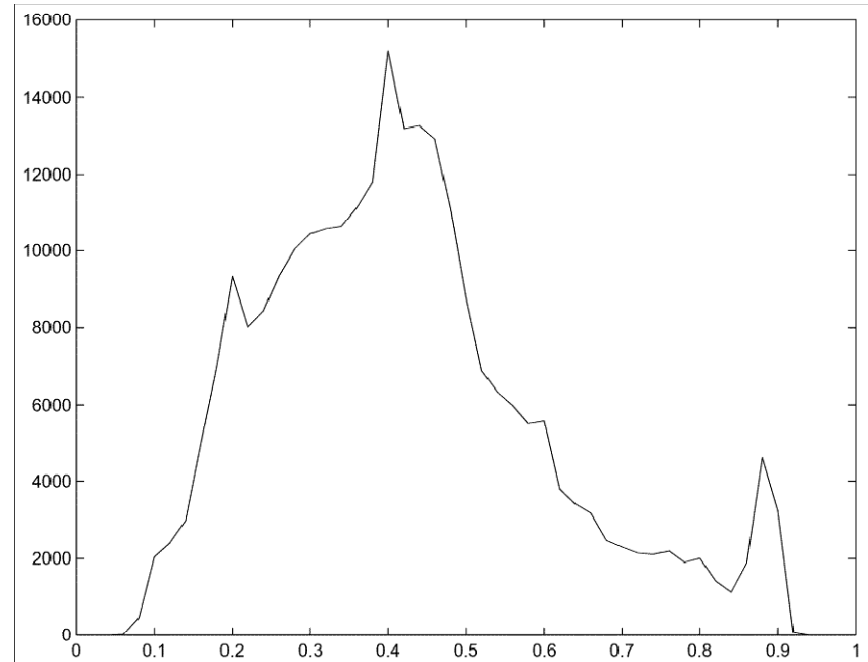


Transformation functions calculated from histogram equalization.

# Histogram Example



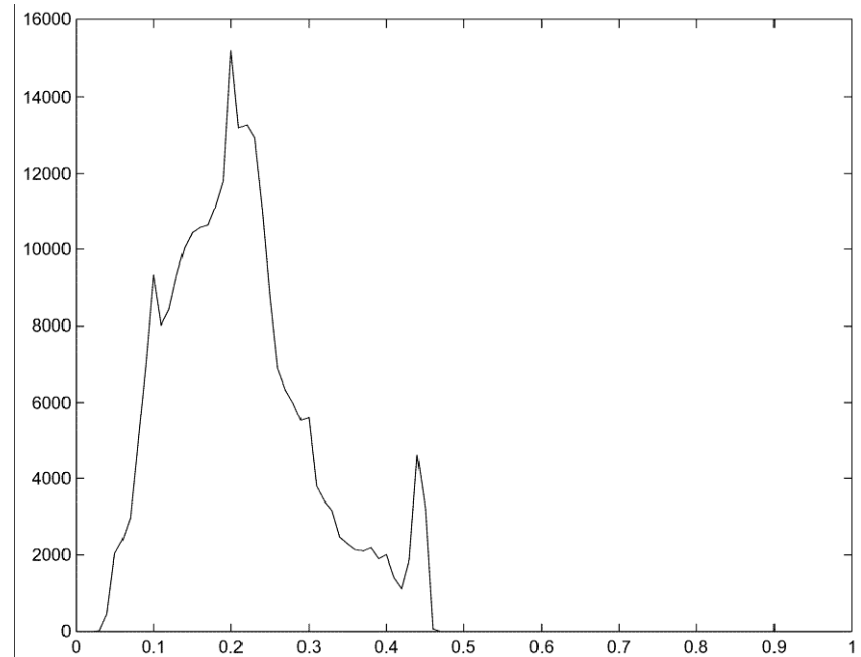
Original



# Histogram Example



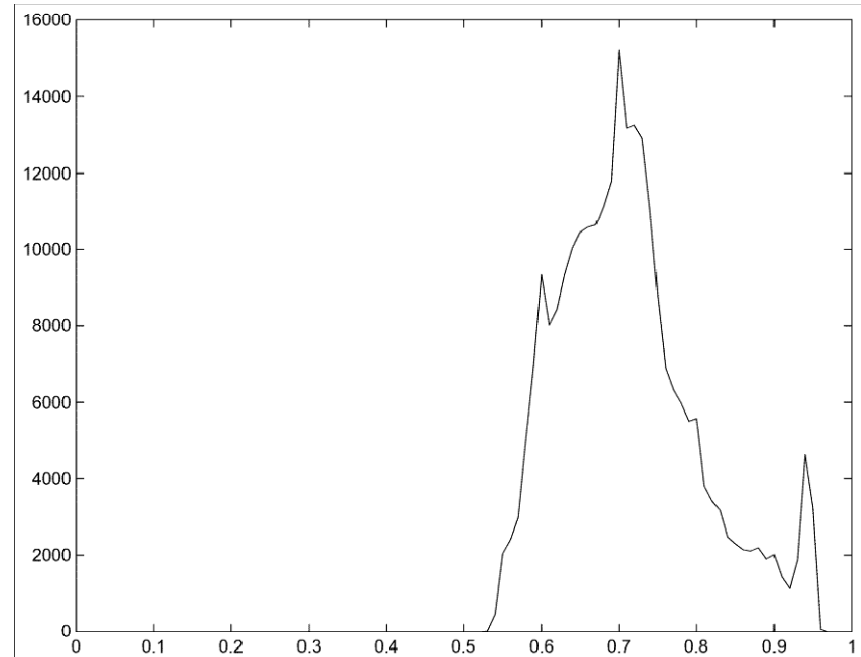
Poor contrast



# Histogram Example



Poor contrast

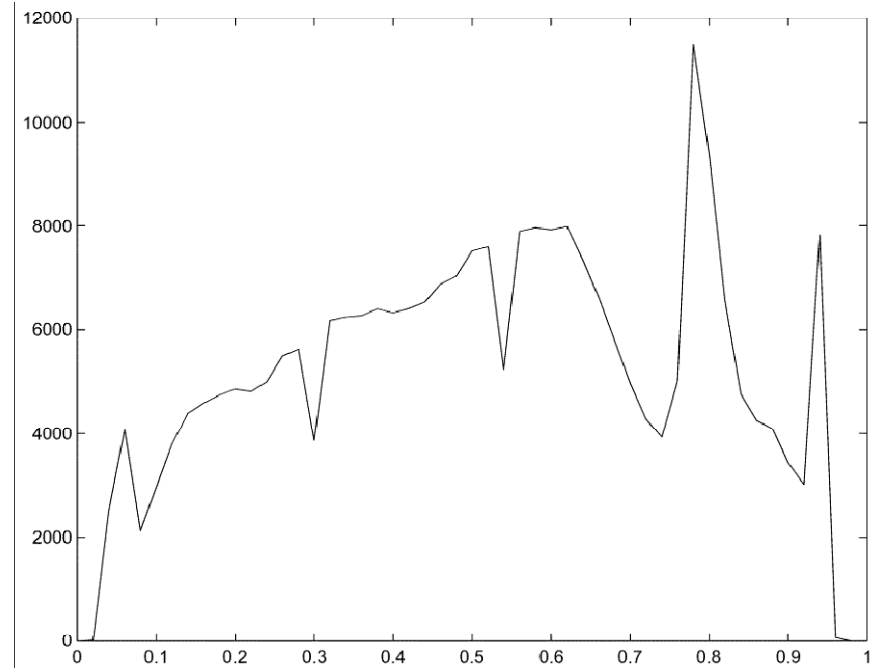




# Histogram Example

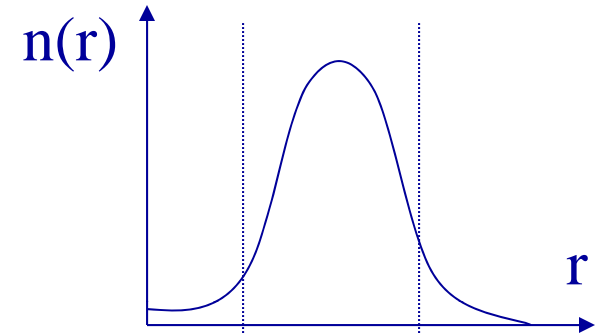


Enhanced contrast

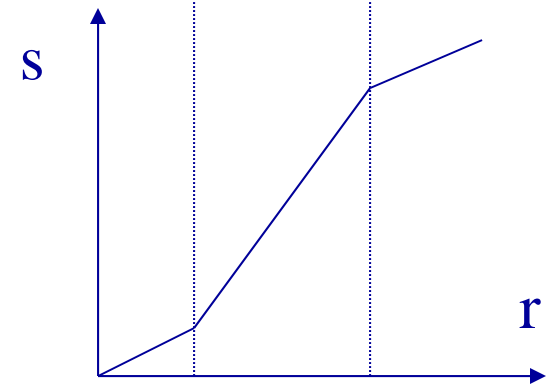


# Histogram in Contrast Stretching

- Histogram is frequently used in the design of contrast stretching function.
- The goal is to obtain a relatively flat, spread distribution of the histogram.
- Each of the stretching segment (slope  $> 1$ ) should correspond to a peak (concentrated distribution) in the histogram.



histogram



stretching  
function